

TRANSMITTAL LETTER TO THE UNITED STATES
DESIGNATED/ELECTED OFFICE (DO/EO/US)
CONCERNING A FILING UNDER 35 U.S.C. 371

1350

U.S. APPLICATION NO. (IF KNOWN, SEE 37 CFR

09/673313

INTERNATIONAL APPLICATION NO.
PCT/DE 99/00481INTERNATIONAL FILING DATE
FEBRUARY 23, 1999PRIORITY DATE CLAIMED
APRIL 16, 1998

TITLE OF INVENTION

METHOD FOR REPRESENTING MOVING OBJECTS IN BIT-MAPPED FORMAT ON A MATRIZLIKE
DISPLAY DEVICE

APPLICANT(S) FOR DO/EO/US

Thomas GEISLER

Applicant herewith submits to the United States Designated/Elected Office (DO/EO/US) the following items and other information:

1. ☒ This is a **FIRST** submission of items concerning a filing under 35 U.S.C. 371.
2. ☐ This is a **SECOND** or **SUBSEQUENT** submission of items concerning a filing under 35 U.S.C. 371.
3. ☐ This is an express request to begin national examination procedures (35 U.S.C. 371(f)) at any time rather than delay examination until the expiration of the applicable time limit set in 35 U.S.C. 371(b) and PCT Articles 22 and 39(1).
4. ☒ A proper Demand for International Preliminary Examination was made by the 19th month from the earliest claimed priority date.
5. ☒ A copy of the International Application as filed (35 U.S.C. 371 (c) (2))
 - a. ☐ is transmitted herewith (required only if not transmitted by the International Bureau).
 - b. ☒ has been transmitted by the International Bureau.
 - c. ☐ is not required, as the application was filed in the United States Receiving Office (RO/US).
6. ☒ A translation of the International Application into English (35 U.S.C. 371(c)(2)).
7. ☐ A copy of the International Search Report (PCT/ISA/210).
8. ☐ Amendments to the claims of the International Application under PCT Article 19 (35 U.S.C. 371 (c)(3))
 - a. ☐ are transmitted herewith (required only if not transmitted by the International Bureau).
 - b. ☐ have been transmitted by the International Bureau.
 - c. ☐ have not been made; however, the time limit for making such amendments has NOT expired.
 - d. ☐ have not been made and will not be made.
9. ☐ A translation of the amendments to the claims under PCT Article 19 (35 U.S.C. 371(c)(3)).
10. ☒ An oath or declaration of the inventor(s) (35 U.S.C. 371 (c)(4)).
11. ☐ A copy of the International Preliminary Examination Report (PCT/IPEA/409).
12. ☐ A translation of the annexes to the International Preliminary Examination Report under PCT Article 36 (35 U.S.C. 371 (c)(5)).

Items 13 to 18 below concern document(s) or information included:

13. ☒ An Information Disclosure Statement under 37 CFR 1.97 and 1.98.
14. ☐ An assignment document for recording. A separate cover sheet in compliance with 37 CFR 3.28 and 3.31 is included.
15. ☒ A **FIRST** preliminary amendment.
A **SECOND** or **SUBSEQUENT** preliminary amendment.
16. ☐ A substitute specification.
17. ☐ A change of power of attorney and/or address letter.
18. ☒ Certificate of Mailing by Express Mail
19. ☐ Other items or information:

EF 216 019 739 US

U.S. APPLICATION NO. (IF KNOWN), SEE 37 CFR 09/673313		INTERNATIONAL APPLICATION NO. PCT/DE 99/00481		ATTORNEY'S DOCKET NUMBER 1350	
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20. The following fees are submitted: BASIC NATIONAL FEE (37 CFR 1.492 (a) (1) - (5)) :				CALCULATIONS PTO USE ONLY	
<input type="checkbox"/> Search Report has been prepared by the EPO or JPO \$930.00					
<input type="checkbox"/> International preliminary examination fee paid to USPTO (37 CFR 1.482) \$720.00					
<input type="checkbox"/> No international preliminary examination fee paid to USPTO (37 CFR 1.482) but international search fee paid to USPTO (37 CFR 1.445(a)(2)) \$790.00					
<input checked="" type="checkbox"/> Neither international preliminary examination fee (37 CFR 1.482) nor international search fee (37 CFR 1.445(a)(2)) paid to USPTO \$1,070.00					
<input type="checkbox"/> International preliminary examination fee paid to USPTO (37 CFR 1.482) and all claims satisfied provisions of PCT Article 33(2)-(4) \$98.00					
ENTER APPROPRIATE BASIC FEE AMOUNT =				\$1,000.00	
Surcharge of \$130.00 for furnishing the oath or declaration later than <input type="checkbox"/> 20 <input type="checkbox"/> 30 months from the earliest claimed priority date (37 CFR 1.492 (e)).				\$0.00	
CLAIMS	NUMBER FILED	NUMBER EXTRA	RATE		
Total claims	9 - 20 =	0	x \$18.00	\$0.00	
Independent claims	1 - 3 =	0	x \$80.00	\$0.00	
Multiple Dependent Claims (check if applicable). <input type="checkbox"/>				\$0.00	
TOTAL OF ABOVE CALCULATIONS =				\$1,000.00	
Reduction of 1/2 for filing by small entity, if applicable. Verified Small Entity Statement must also be filed (Note 37 CFR 1.9, 1.27, 1.28) (check if applicable). <input type="checkbox"/>				\$0.00	
SUBTOTAL =				\$1,000.00	
Processing fee of \$130.00 for furnishing the English translation later than <input type="checkbox"/> 20 <input type="checkbox"/> 30 months from the earliest claimed priority date (37 CFR 1.492 (f)).				\$0.00	
TOTAL NATIONAL FEE =				\$1,000.00	
Fee for recording the enclosed assignment (37 CFR 1.21(h)). The assignment must be accompanied by an appropriate cover sheet (37 CFR 3.28, 3.31) (check if applicable). <input type="checkbox"/>				\$0.00	
TOTAL FEES ENCLOSED =				\$1,000.00	
				Amount to be: refunded	\$
				charged	\$

☐ A check in the amount of _____ to cover the above fees is enclosed.

☒ Please charge my Deposit Account No. **19-4675** in the amount of **\$1,000.00** to cover the above fees.
 A duplicate copy of this sheet is enclosed.

☒ The Commissioner is hereby authorized to charge any fees which may be required, or credit any overpayment to Deposit Account No. **19-4675** A duplicate copy of this sheet is enclosed.

NOTE: Where an appropriate time limit under 37 CFR 1.494 or 1.495 has not been met, a petition to revive (37 CFR 1.137(a) or (b)) must be filed and granted to restore the application to pending status.

SEND ALL CORRESPONDENCE TO:

**STRIKER, STRIKER & STENBY
 103 EAST NECK ROAD
 HUNTINGTON, NEW YORK 11743**

SIGNATURE

MICHAEL J. STRIKER

NAME

27233

REGISTRATION NUMBER

OCTOBER 13, 2000

DATE

09/673313

430 Rec'd PCT/PTO 13 OCT 2000

UNITED STATES PATENT AND TRADEMARK OFFICE

Examiner: Group: Attorney Docket # 1350

Applicant(s) : GEISLER, T.

Serial No. :

Filed : - Simultaneously

For : METHOD FOR REPRESENTING MOVING
OBJECTS IN BIT-MAPPED FORMAT ON A
MATRIXLIKE DISPLAY DEVICE

SIMULTANEOUS AMENDMENT

October 12, 2000

Honorable Commissioner of Patents and Trademarks
Washington, D.C. 20231

S I R S:

Simultaneously with filing of the above identified application
please amend the same as follows:

In the Claims:

Claim 3 line 1 delete "or 2".

Claim 4 line 1 delete "2 or 3".

Claim 5 line 1 delete "one of the foregoing claims", substitute with "claim 1".

Claim 8 line 1 delete "one of the foregoing claims", substitute with "claim 1".

Claim 9 line 1 delete "one of the foregoing claims", substitute with "claim 1".

REMARKS:

09/673313

With the present Amendment applicant has amended the claims so as to eliminate their multiple dependency.

Respectfully submitted,

Michael J. Striker
Attorney for Applicant(s)
Reg. No. 27233

1/ppts

METHOD FOR REPRESENTING MOVING OBJECTS IN BIT-MAPPED
FORMAT ON A MATRIXLIKE DISPLAY DEVICE

PRIOR ART

5 The present invention relates to a method for
representing moving objects in bit-mapped format on a
matrix- like display device.

10 Although it can be employed on arbitrary objects
in bit-mapped format and arbitrary matrixlike display
devices, the present invention and the problems
fundamental to it will be explained below with regard to
a dashboard display device, or monitor, located on board
a motor vehicle, for representing a pointer.

15 For a fluid or sliding representation, that is, a
representation of pointer animation without perceptible
skipping on a dashboard monitor on board a motor
vehicle, it is generally necessary to go to considerable
computation effort, which requires the use of dedicated
graphics hardware and software.

20 The following operations must typically be
performed.

 The pointer, for instance the speedometer pointer,
which is present in the form of a bit map, must be
rotated by computation into angular positions
corresponding to various speeds.

25 In this bit map, the pointer has much higher
resolution (supersampling) than in the case of the
actual representation on the display device, so that

then, in other words after the computational rotation, a filtration in the local region for the sake of edge smoothing (anti-aliasing) can be appropriately performed. Typically, one ray of $3 \times 3 = 9$ pixels in the bit map corresponds to a single pixel of the display device. Each pixel can assume 256 bit values for each individual one of the three fundamental colors, red, green and blue.

Furthermore, a computational superposition of the pointer, in each of its angular positions, with a suitable background image such as a scale is necessary.

The problems fundamental to the present invention are in general that this computation effort in representing objects in bit-mapped format on a matrixlike display device using conventional hardware with a structure similar to a personal computer, cannot be accomplished fast enough. As a result, the object to be represented moves along the predetermined path curve slowly and in visible stages, which makes the observer uneasy.

In the prior art, anti-aliasing processing with hardware or software can be executed sufficiently fast only in the case of edge smoothing of objects present in vector data form, such as a line or a circle, or in the representation of filler patterns, which represent the repetition of a relatively small-area basic pattern.

However, the only sensible way to represent pointers, including their hubs, with arbitrary color patterns and shapes, as is desired by customers and designers, is in the form of a bit map.

ADVANTAGES OF THE INVENTION

5 The method according to the invention for representing objects in bit-mapped format on a matrixlike display device in accordance with claim 1 has the advantage that it reduces the online computation effort for representing objects in bit-mapped format on a matrixlike display device considerably and thus makes a flowing representation without skipping possible on conventional hardware. Arbitrary graphical objects of high quality can be utilized for animation purposes. All of these objects can be stored in the general form of a bit map and need not be described inconveniently in vector form.

15 The concept on which the present invention is based is that the time-consuming calculations can be performed in advance offline for a certain number of different object representations along a corresponding path curve. The object representations, which are thus present in preprocessed positions at discrete locations, are each stored as a respective bit map. During the running time of the representation program, only the bit map that is to be displayed for situational reasons is read out of the memory and displayed. Expediently, this bit map is superimposed on the also preprocessed and stored background image.

25 Advantageous refinements and improvements to the method defined by claim 1 are found in the dependent claims.

30 In accordance with a preferred refinement, in the calculation of the plurality of bit maps in advance, a

filtration is performed for the sake of edge smoothing in the local region. This has the advantage that even this time-consuming calculation operation can be performed offline.

5 In a further preferred refinement, an associated precalculated and pre-stored background image is superimposed on the various object representations. This is expedient, since the background image changes substantially more seldom than the foreground image that includes the object moving along the path curve.

10 In a further preferred refinement, the spatial difference between adjacent object representations along the path curve, which are precalculated and pre-stored as a respective bit map, is substantially smaller than the applicable object representations. In other words, an appropriate correlation between two adjacent object representations along the path curve must prevail, if appropriate results are to be attained. A contrary example would be two pointer positions, one indicating "12 o'clock" and the other "3 o'clock".

15 In another preferred refinement, for displaying object representations which are located between two object representations having a respective precalculated and pre-stored bit map, a paired interpolation between the corresponding pixel values (picture elements) is performed. By means of this kind of interpolation process, the object path resolution can be made arbitrarily fine. Furthermore, this saves space in memory, which is needed for the precalculated bit maps.

In a further preferred refinement, the pixel values are present separately in accordance with certain colors, preferably the three fundamental colors of red, green and blue, and the interpolation is performed separately for each color.

In a further preferred refinement, for the interpolation, the mean value for each pixel, weighted in accordance with the intermediate position, is calculated. This corresponds to a simple linear interpolation as a function of the position of the intermediate position.

In a further preferred refinement, a compression of the pre-stored bit map data is performed. This then leads to good results especially if large image areas with a single- color background are available.

DRAWINGS

Exemplary embodiments of the invention are shown in the drawings and described in further detail below.

Shown are:

Fig. 1a, a bit map $B(i)$ for representing a pointer in bit-mapped format on a matrixlike display device of a dashboard instrument on an i^{th} point of a path curve;

Fig. 1b, an intermediate bit map $Z(i, a)$, interpolated linearly in online operation, for representing a pointer in bit-mapped format on a matrixlike display device of a dashboard instrument at an $(i + a)^{\text{th}}$ point of the path curve, where $a = 0.5$; and

Fig. 1c, a bit map $B(i + 1)$ for representing a pointer in bit-mapped format on a matrixlike display device of a dashboard instrument at an adjacent $(i + 1)^{th}$ point of the path curve.

5

DESCRIPTION OF THE EXEMPLARY EMBODIMENTS

10

One embodiment of the method according to the invention for representing objects in bit-mapped format on a matrix- like display device will be described below with reference to Figs. 1a-1c, in terms of its use for representing a pointer on a dashboard display device, or dashboard monitor, on board a motor vehicle.

15

First, a calculation of a plurality of bit maps for a certain number of different pointer representations along a predetermined path curve, namely along a circular scale, for instance, as a background is done offline. Already in these advance calculations of the plurality of bit maps, a filtration is performed for the sake of edge smoothing in the local region, so as to make the later online calculations as slight as possible and thus make the display speed as fast as possible.

20

The spatial difference between adjacent pointer representations along the path curve, which are precalculated and pre-stored as a respective bit map, is substantially smaller than the applicable pointer representations. The precise difference must be optimized from one case to another to suit the various pointer representations.

25

The calculated plurality of bit maps is stored in memory in advance in a memory device that is part of the

dashboard monitor. In general, a compromise must be made between the available memory space and the desired fine resolution.

5 In online operation, during motor vehicle travel, the execution of a representation processing is then done, with a display sequence of pointer representations along the path curve, by reading and displaying suitably stored bit maps. If the pointer is the speedometer pointer, it is accordingly the pointer bit map
10 corresponding to the instantaneous speed that is read and displayed at a given time.

The corresponding scale, which is an associated precalculated and pre-stored background image, has the pointer representation superimposed on it.

15 Let it be assumed as an example that in Fig. 1a a bit map $B(i)$ for representing the pointer in bit-mapped format on the matrixlike display device of the dashboard instrument is shown at an i^{th} point of the path curve, specifically to indicate 120 km/h.

20 Let it also be assumed that in Fig. 1b, a bit map $B(i + 1)$ for representing the pointer in bit-mapped format on the matrixlike display device of the dashboard instrument is shown at an adjacent $(i + 1)^{\text{th}}$ point of the path curve, specifically to indicate 125 km/h.

25 A bit map for representing a pointer in bit-mapped format on the matrixlike display device of the dashboard instrument at an intervening point of the path curve, specifically to indicate 122.5 km/h, is not stored in memory.

In this embodiment of the invention, a display of such a pointer representation located between two pointer representations each with a precalculated and pre-stored bit map, is done by means of a paired interpolation between the corresponding pixel values. The pixel values are present separately in accordance with certain colors, preferably the three fundamental colors of red, green and blue, and preferably the interpolation is performed separately for each color.

In this example, however, for the sake of simplicity let it be assumed that the pointer representation is done in only one fundamental color each, or that the values for all three fundamental colors are the same. The resultant 256 values are located between 0 and 255. 0 designates the darkest value and 255 the brightest value. It should also be noted that for the sake of simplicity, not all the pixel values are shown in the bit maps of Figs. 1a-1c.

Fig. 1b is an intermediate bit map $Z(i, a)$ interpolated linearly in online operation, for representing the pointer in bit-mapped format on the matrixlike display device of the dashboard instrument at an $(i + a)^{th}$ point of the path curve; in this case, $a = 0.5$, because 122.5 km/h is located precisely in the middle between 120 km/h and 125 km/h.

The pixel values $Z_{mn}(i, a)$ of the intermediate bit map $Z(i, a)$ can accordingly be calculated as followed:

$$Z_{mn}(i, a) = (1 - a) * B_{mn}(i) + a * B_{mn}(i + 1) \quad (1)$$

where m is the line indicator and n is the column

indicator. In other words, the pixel values $Z_{mn}(i, a)$ are precisely the mean values of the pixel values $B_{mn}(i)$ and $B_{mn}(i + 1)$.

Although the present invention has been described above in terms of a preferred exemplary embodiment, it is not limited to that but instead can be modified in manifold ways.

In particular, it is understood that instead of the above linear interpolation, any other interpolation is possible.

Nor is the interpolation absolutely necessary; it depends on the memory capacity and on the desired fine resolution. For example, it is not necessary to perform an interpolation below a certain threshold difference, which in the above example can be 1 km/h.

To save storage space, a compression/decompression of the pre-stored bit map data, that is, pointer data and/or background data, can be employed.

CLAIMS

1. A method for representing objects in bit-mapped format on a matrixlike display device, having the following steps:

5 calculation of a plurality of bit maps for a certain number of various object representations along a predetermined path curve in advance;

storage of the plurality of bit maps in memory in advance; and

10 execution of a representation processing with a display sequence of object representations along the path curve by reading and displaying correspondingly memorized bit maps.

2. The method of claim 1, characterized in that in the calculation of the plurality of bit maps in advance, a filtration is performed for the sake of edge smoothing in the local region.

3. The method of claim 1 or 2, characterized in that an associated precalculated and pre-stored background image has the various object representations superimposed on it.

5 4. The method of claim 1, 2 or 3, characterized in that the spatial difference between adjacent object representations along the path curve, which are precalculated and pre-stored as a respective bit map, is substantially smaller than the applicable object

representations.

5 5. The method of one of the foregoing claims, characterized in that for displaying object representations, which are located between two object representations having a respective precalculated and pre-stored bit map, a paired interpolation between the corresponding pixel values is performed.

5 6. The method of claim 5, characterized in that the pixel values are present separately in accordance with certain colors, preferably the three fundamental colors of red, green and blue, and the interpolation is performed separately for each color.

5 7. The method of claim 6, characterized in that for the interpolation, the mean value for each pixel, weighted in accordance with the intermediate position, is calculated.

5 8. The method of one of the foregoing claims, characterized in that a compression of the pre-stored bit map data is performed.

5 9. The method of one of the foregoing claims, characterized in that the method is employed on a dashboard display device, located on board a motor vehicle, for representing a pointer.

ABSTRACT

5 The invention creates a method for representing
moving objects in bit-mapped format on a matrixlike
display device, having the following steps: calculation
of a plurality of bit maps for a certain number of a
various object representations along a predetermined
path curve in advance; storage of the plurality of bit
maps in memory in advance; and execution of a
representation processing with a display sequence of
10 object representations along the path curve by reading
and displaying correspondingly memorized bit maps.

1/1

$B(i) =$

255	239	176	176	239	255
255	176	0	0	176	255
--	--	0	0	--	--
--	--	0	0	--	--
--	--	0	0	--	--
--	--	0	0	--	--

Fig. 1a

$Z(i,a) =$

255	247	197	135	167	236
255	216	57	0	88	213
--	--	--	0	--	--
--	--	--	0	--	--
--	--	0	0	--	--
--	--	0	0	--	--

Fig. 1b

$B(i+1) =$

255	255	217	94	94	217
255	255	113	0	0	170
--	--	--	0	0	--
--	--	--	0	0	--
--	--	0	0	--	--
--	--	0	0	--	--

Fig. 1c

DECLARATION AND POWER OF ATTORNEY FOR NATIONAL STAGE OF PCT PATENT APPLICATION

As a below-named inventor, I hereby declare that:

Thomas GEISLER

My residence, post office address and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled **METHOD FOR REPRESENTING MOVING OBJECTS IN BIT-MAPPED FORMAT ON A MATRIXLIKE DISPLAY DEVICE** the specification of which was filed as PCT International Application number PCT/DE 99/00481 on February 23, 1999.

I hereby state that I believe the named inventor or inventors in this Declaration to be the original and first inventor or inventors of the subject matter which is claimed and for which a patent is sought.

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose all information which is material to the patentability of this application in accordance with Title 37, Code of Federal Regulations, Section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, Section 119 of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed.

Prior foreign application(s):

Priority claimed:

<u>198 16 795.4</u>	<u>GERMANY</u>	<u>APRIL 16, 1998</u>	<u>X</u>	<u> </u>
(Number)	(Country)	(Date filed)	Yes	No
<u> </u>	<u> </u>	<u> </u>	<u>Yes</u>	<u>No</u>
(Number)	(Country)	(Date filed)	Yes	No

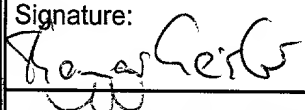
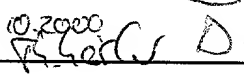
As a named inventor, I hereby appoint the following attorney to prosecute this application and to transact all business in the Patent and Trademark Office connected therewith:

Michael J. Striker, Reg. No. 27233

Direct all telephone calls to Striker, Striker & Stenby at telephone no.: (631) 549 4700 and address and all correspondence to:

STRIKER, STRIKER & STENBY
103 East Neck Road
Huntington, New York 11743
U.S.A.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that wilful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such wilful false statement may jeopardize the validity of the application or any patent issued thereon.

Signature: 	Date: 12.10.2000	Residence and Full Postal Address: Adlerstrasse 59 LEOPOLDSTRASSE 4 76137 Karlsruhe 76133 KARLSRUHE Germany 12.10.2000 
Full Name of First or Sole Inventor: Thomas GEISLER	Citizenship: GERMAN	
Signature:	Date:	Residence and Full Postal Address:
Full Name of Second Inventor:	Citizenship:	
Signature:	Date:	Residence and Full Postal Address:
Full Name of Third Inventor:	Citizenship:	
Signature:	Date:	Residence and Full Postal Address:
Full Name of Fourth Inventor:	Citizenship:	
Signature:	Date:	Residence and Full Postal Address:
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Signature:	Date:	Residence and Full Postal Address:
Full Name of Sixth Inventor:	Citizenship:	
Signature:	Date:	Residence and Full Postal Address:
Full Name of Seventh Inventor:	Citizenship:	
Signature:	Date:	Residence and Full Postal Address:
Full Name of Eighth Inventor:	Citizenship:	
Signature:	Date:	Residence and Full Postal Address:
Full Name of Ninth Inventor:	Citizenship:	